



Name _____

1. GEAR (PG. 27):

D6 CONTAINER 6

- 1 bucket (4 items)
- 2 bandolier (6 small items)
- 3 satchel (8 items)
- 4 backpack (10 items)
- 5 large sea chest (20 items)
- 6 dinghy (pg. 80)

D12 CHEAP GEAR

- 1 lantern (d6 hours of oil)
- 2 d4 candles (1 hour each)
- 3 30' of rope
- 4 shovel
- 5 medical kit
- 6 weighted dice
- 7 flint & steel
- 8 hammer & nails
- 9 mess kit
- 10 pipe & tobacco pouch
- 11 d6 torches (1 hour each)
- 12 **Pet (d10)**

- 1 snake
- 2 rat
- 3 lizard
- 4 monkey
- 5 parrot
- 6 cat
- 7 dog
- 8 hawk
- 9 hermit crab
- 10 fish in a jar

D12 FANCY GEAR

- 1 compass
- 2 spyglass
- 3 fishing rod
- 4 1 random Relic (pg. 62)

- 5 bottle of fine rum
- 6 old pocket watch
- 7 blanket & pillow
- 8 ink, quill, parchment
- 9 worn out book
- 10 tent
- 11 whelstone
- 12 **Instrument (d10)**

- 1 concertina
- 2 drum
- 3 flute
- 4 fiddle
- 5 banjo
- 6 horn
- 7 hurdy-gurdy
- 8 guitar
- 9 mandolin
- 10 voice of an angel

2. ROLL ABILITY SCORES: 3D6 X 5 (PG. 28)

3d6 Total 3-4 5-6 7-8 9-12 13-14 15-16 17-18

SCORE	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6
STRENGTH	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
AGILITY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PRESENCE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
TOUGHNESS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SPIRIT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3. ROLL OR CHOOSE A CLASS

LANDLUBBER D6 (OR D8 IF USING OPTIONAL CLASSES)

LANDLUBBER (NO CLASS)

Ability Scores Roll 4d6 instead, drop the lowest result

HP d10 ± Toughness

Devil's Luck d2

HIT POINTS

Current	Max	Current	Die

DEVIL'S LUCK

Current	Die

D10 WEAPON (PG. 50)

- 1 Marlinpike or Belaying Pin (d4)
- 2 Knife or Bayonet (d4)
- 3 Smallsword or Machete (d4)
- 4 Cat O' Nine Tails (d4, range 10')
- 5 Boarding Axe (d6)
- 6 Cutlass (d6)
- 7 Flintlock Pistol (2d4, reload 2 actions, range 30', ammo: 10 + Presence shots)
- 8 Finely Crafted Rapier (d8)
- 9 Boarding Pike (d10, reach 10')
- 10 Musket (2d6, reload 2 actions, range 150', ammo: 10 + Presence shots)

D10 CLOTHING (PG. 52)

- 1-2 Rags
- 3-4 Common clothes
- 5 Old uniform
- 6 Fancy clothes
- 7 Leather armor (-d2)
- 8 Hide armor (-d2)
- 9 Chain shirt (-d4, DR +2 on Agility tests including defense)
- 10 Conquistador plate (-d6, DR +4 on Agility tests, defense is DR +2. You'll most likely sink and drown in water.)

D12 HAT (PG. 52)

- 1-4 none
- 5 wig
- 6 bandanna
- 7 cavalier
- 8 bicorne
- 9 plain tricorne
- 10 fancy tricorne
- 11 metal lined hat (-1 dmg.)
- 12 morion (-1 dmg. Break helmet: ignore all damage from one attack.)

4. ROLL BACKGROUND INFO

d100 Background & Silver (pg. 55)			SILVER
d20 Distinctive Flaw (pg. 56)			
d20 Physical Trademark (pg. 57)			
d20 Idiosyncrasies (pg. 58)			
d20 Unfortunate Incidents & Conditions (pg. 59)			
d100 Thing of Importance (pg. 60)			

1 BRUTE (PG. 34)

Can't use Rituals.

Strength +1

Toughness +1

Presence -1

Spirit -1

HP d12 ± Toughness

Weapon d6 1 Brass Anchor, d8*
 2 Whaling Harpoon, d8*
 3 Meat Cleaver, d4*
 4 Broken Mast, d8*
 5 Runic Machete, d6*
 6 Rotten Cargo Net*

Clothing d10

Hat d12

Devil's Luck d2

4 SWASHBUCKLER (PG. 40)

Strength +1

Agility +1

Presence -1

Spirit -1

HP d10 ± Toughness

Weapon d10

Clothing d10

Hat d12

Devil's Luck d2

Fight Style d6 1 Ostentatious Fighter
 2 Flintlock Fanatic
 3 Scurvy Scallywag
 4 Inspiring Leader
 5 Knife Knave
 6 Black Powder Poet

2 RAPSCALLION (PG. 36)

Agility +2

Strength -1

Toughness -1

HP d8 ± Toughness

Weapon d6

Clothing d6

Hat d10

Devil's Luck d2

Specialty d6 1 Back Stabber
 2 Burglar
 3 Skylarker
 4 Sneaky Bastard
 5 Lucky Devil
 6 Grog Brewer

5 ZEALOT (PG. 42)

Spirit +2

Agility -1

Toughness -1

HP d8 ± Toughness

Weapon d8

Clothing d8

Devil's Luck d4

Prayer d10 1 Heal
 2 Curse
 3 Death Ward
 4 Control Weather
 5 Blessed Guidance
 6 Holy Protection
 7 Divine Light
 8 Silence
 9 Sanctuary
 10 Commune

3 BUCCANEER (PG. 39)

Presence +2

Agility -1

Spirit -1

HP d8 ± Toughness

Weapon musket, reload 1

Clothing d10

Hat d12

Devil's Luck d2

Feature d6 1 Wildlife Tracker
 2 Crack Shot
 3 Fix Bayonets!
 4 Focused Aim
 5 Buccan Cook
 6 Survivalist

6 SORCERER (PG. 45)

Spirit +2

Strength -1

Toughness -1

HP d8 ± Toughness

Weapon wooden knife d4 or belaying pin d4

Clothing d6

Devil's Luck d4

Spell d6 1 Dead Head
 2 Spiritual Possession
 3 Protection
 4 Clairvoyance
 5 Necro-Sleep
 6 Raise the Dead

7 HAUNTED SOUL (PG. 46)

Roll an **ailment (d6)**, then roll another class (d6).

1 **Ghost**. Apparate: Spirit DR 14, d12.

2 **Conduit**. Random Ritual each dawn.

3 **Eldritch Mind**. Might panic in combat.

4 **Zombie**. Must eat flesh daily. Brains = good.

5 **Vampirism**. Must drink blood to heal.

6 **Skeleton**. Might reform if killed.

8 TALL TALE (PG. 48)

Roll a d6:

1-2 **Merfolk**
 Gills, all DRs -4 underwater. Must submerge in seawater. Roll d6 for a normal class.

3-4 **Aquatic Mutant**
 d8, then d6 for a normal class.

1 **Anglerfish** Bite d4.

2 **Crab** Pincher d6.

3 **Jellyfish** Tendril d2 + Stun.

4 **Octopus** Tentacles 2d4.

5 **Sea Turtle** -d2 armor

6 **Electric Eel** +1 Agility, Electric skin d6.

7 **Shark** Bite d8.

8 **The Great Old One** Random ritual.

5-6 **Sentient Animal** d6 (no normal class)

1 FOWL FOWL

STRENGTH -2

AGILITY -2

PRESENCE -2

TOUGHNESS -2

SPIRIT +3

HP d4 ± Toughness

Weapon Beak Peck, d2

Devil's Luck d4

2 JAGUAR

STRENGTH +2

AGILITY +2

PRESENCE -2

TOUGHNESS -2

SPIRIT -2

HP d8 ± Toughness

Weapon Bite/Claws, d8

Devil's Luck d4

3 CROCODILE

STRENGTH +3

AGILITY -2

PRESENCE -2

TOUGHNESS +1

SPIRIT -2

HP d10 ± Toughness

Weapon Bite, d10

Devil's Luck d4

4 BILGE RAT

STRENGTH -2

AGILITY +3

PRESENCE -2

TOUGHNESS +2

SPIRIT -2

HP d2 ± Toughness

Weapon Disposed bite, d2*

Devil's Luck d4

5 LUCKY PARROT

STRENGTH -2

AGILITY +1

PRESENCE +2

TOUGHNESS -2

SPIRIT -2

HP d2 ± Toughness

Weapon Beak Peck, d4

Devil's Luck d6

6 CLEVER MONKEY

STRENGTH -1

AGILITY +2

PRESENCE +0

TOUGHNESS -2

SPIRIT -2

HP d6 ± Toughness

Weapon d10 & Bite, d4

Devil's Luck d4